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Ultimate Arena Football – Fall 2012

REGISTRATION DATE

ONLINE

24 hours per day beginning September 2nd, 2012 – September 21st, 2012

Payment by VISA, Mastercard, or American Express

<http://www.chulavistaca.gov/goto/sports/>

NEED A VALID EMAIL ADDRESS

WALK-IN

*All walk-in registration must be done during programmed activities at Mt San Miguel Park (Monday-Fridays 6pm-10pm).

FEES

\$225 per team

LEAGUE START DATE

The Fall 2012 league will begin September 28th, 2012 at the Salt Creek Sports Arena.

GENERAL INFO

Each manager will be responsible for informing his/her players of the content of this rules packet and will be responsible for the conduct of his/her teams player, and spectators.

RULES

1. Ultimate Arena Football is a combination of football, soccer, Ultimate Frisbee, and basketball.
2. Teams consist of 5 players per side at a time, with substitutions able to be made at change of possessions only (the referee must be informed of player changes).
3. Home team gets first possession at the midfield line.
4. The offense must avoid defenders and work the ball around the field while attempting to find an open teammate in the end zone for a touchdown.
5. An offensive player is allowed to take only 2 steps after receiving the ball.
6. The offense has 6 seconds to pass the ball.
7. The offensive team must pass the ball on a continuous basis without letting the ball hit the ground.
8. The offensive team scores 6 points when it catches the ball in the end zone.
9. The offensive team must pass, shovel pass, or toss the ball into the end zone.
10. Once a touchdown is scored, the ball changes possession and play begins at the midfield line after the referee whistles the ball into play.
11. The spot where a ball hits the ground, is intercepted, is thrown out of bounds, when the passer doesn't throw within 6 seconds, or if the receiver takes more than 2 steps after catching the ball, the defensive team gains immediate possession and play starts immediately.
12. Any ball thrown out of play will be started at the point where the ball went out of play.
13. Players cannot run with the ball.
14. There are no direct handoffs allowed. Players must pass the ball. Laterals or pitches can be made in any direction.
15. Defensive players may not "jam" receivers, or play "bump and run". It is a non-contact league.
16. Only one defender can guard an offensive player who is throwing the ball and must give the thrower "reasonable space."

PENALTIES

1. All penalties result in a change of possession.
2. Penalties include:
 - a. Running with the ball
 - b. Pass-interference
 - c. 5-second penalty
 - d. Blocking
 - e. Illegal contact
3. Defensive pass interference in the end zone results in an automatic touchdown

INSURANCE

Players are responsible for providing their own insurance.

AWARDS

Champions and Runner-ups will receive 8 awards.

ROSTERS

<http://www.chulavistaca.gov/goto/sports/> - click on Team Rosters

1. Initial rosters must be turned in or completed online by the **first game**. All rosters filled out on a handwritten roster and turned in will be entered online by Recreation staff. **NO NICKNAMES ON THE ROSTER.**
2. Rosters will have a maximum of 10 players.
3. It is **FULLY** the manager's responsibility to make sure all players on his/her team is officially signed onto the roster.
4. **ALL PLAYERS** must be on our waiver list before they play, or have signed the waiver on the handwritten roster (League administration will follow up and this is not enforceable by the referee or through an appeal).
5. No additions will be made to the roster after the roster cut-off date of **October 26th**.
6. **AFTER September 19th, a team that doesn't have enough players to avoid a forfeit** may elect to play the game with players not on their roster, as long as the opposing manager agrees, and the following criteria is met:
 - a- The team using the players not on the official roster must not have more than 5 players present for their game.
 - b- The player **MUST** complete the blank waiver with the scorekeeper
 - c- Any non-rostered players must be removed from the game when there are 5 rostered players available.
7. **ALL** players must have a valid ID card in case of "roster check"

ROSTER CHECK

"Roster Checks" will be handled immediately on the field. If a team suspects an illegal player, the manager from the protesting team will inform the referee, the scorekeeper, and the opposing manager of a roster check. The team in question must provide ID from the player(s) in question, and the umpire will verify the information provided by the manager and player(s) in question with the roster in the scorebook. If the player(s) in question are not on the roster, the illegal players will be ejected from the game and play can continue. If the manager fails to provide a roster, the player(s) in question will automatically be ejected. If the ejected players cause the team to drop below 4 players, the game will be forfeited.

CODE OF CONDUCT

1. The team manager is responsible for his/her own fans. If the team manager cannot control an unruly fan or player, the team could forfeit its game. The referee will warn the manager first before forfeiting the game.
2. Trash talk, taunting, and foul language will not be tolerated. A minimum of a warning shall be issued for any infraction, and a maximum of ejection with suspension.

ALCOHOL

1. Any player determined by the umpire to be drinking alcohol during the game will be ejected.
2. Any player determined by the umpire to be intoxicated will not be allowed to play. If the umpire makes the determination that a player is intoxicated during the course of the game, the player will be ejected from the game.

EJECTIONS

1. A player ejected from a game shall leave the field immediately. If ejected for unsportsmanlike behavior, the player will be required to leave the park (out of sight and sound from the referee and scorekeeper), within 2 minutes. Failure to do so may cause the player's team to forfeit the game. The umpire should give a final warning at 1 minute, 30 seconds.
2. A player ejected from a game for unsportsmanlike behavior will face a minimum of one game suspension that will be enforced the following game.

3. A player who is ejected from a game a second time for unsportsmanlike behavior will be ineligible from further participation for the remainder of the season, and possibly a longer suspension.
4. Any player or fan threatening staff or a referee will be banned from our league for a minimum of 1 year.
5. Any player involved in a fight before, during, or after one of our games may face a lifetime ban.

PARK REGULATIONS

1. NO GLASS CONTAINERS allowed in any City Park.
2. **Smoking is prohibited in all City Parks.** Players will be subject to ejection if caught smoking in the Park their game is played. This also includes parking lots and restrooms.
3. Children may not be left unattended in City Parks.
4. Pets may not be left unattended in City Parks.
5. Only players listed on the team roster should be on the team's bench.

STANDINGS

Standings will be posted online and should be available 2 business days after your game.

EQUIPMENT

Each team needs to wear a like-colored jersey/shirt. Numbers are not required and every team should bring an alternate color in the event both teams are wearing the same colored shirt. The visiting team will be required to change their colors.

Metal cleats are not allowed. Molded cleats or turf shoes are recommended.

All players are encouraged to wear a mouth guard.

GAME BALL

Game balls will be provided.

GAME TIMING

There will be (2) 25-minute halves, running clock, with a 3-minute halftime.

Each team has one 60-second time out per half.

FOULS

All fouls will result in an immediate change of possession. Tackling, elbowing, cheap shots, blocking, or any unsportsmanlike foul, will result in the game clock stopping and the player will be ejected from the game.

FORFEITS

A team must have 4-roster players at game time to avoid forfeit. A mandatory 7-minute grace period will be given to a team if needed to field a proper roster. This time will be deducted from game time.

TIEBREAKERS

Tiebreakers in the standings will be decided using this criteria and in this order:

- a) head to head record, b) total points head to head, c) least points allowed in season, d) most points scored in season, and e) play-off game.

If 3 or more teams are tied with the same record, the tiebreaker criteria will be as follows:

- a) most total wins against other 2 teams, b) least points allowed against other 2 teams, c) most points scored against other 2 teams.